

**IN THE CLAIMS:**

Please amend the claims as follows.

1. (canceled)
2. (currently amended) A game system having, in a related fashion, a game apparatus having a game program storage device storing a game program and including a character data storage section to display a moving character movable on a game space, a processing device for executing the game program, and a display device to display an image based on the result of processing by the processing device, comprising:
  - a housing to be held by a player; and
  - a change-state detecting device related to said housing for detecting at least one of an amount and a direction of a change applied to said housing, wherein said game program storage device stores game space data including image data to display a space for game play, and a display control program causes said display device to display a game space based on the game space data;
  - said game program storage device includes a character control program to read out a moving character stored in said character data storage section and

enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting device such that a display state of the moving character changes;

    said change-state detecting device is to detect, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

    said character control program moves the moving character within the displayed game space at a moving speed related to the at least one of an amount and a direction of a tilt applied to said housing so that the moving character changes position relative to the displayed game space based on the at least one of an amount and a direction of tilt applied to the housing and continues to change position relative to the displayed game space based on the at least one of an amount and a direction of tilt applied to the housing even if the tilt is maintained at a constant tilted state.

3. (currently amended) A game system having, in a related fashion, a game apparatus having a game program storage device storing a game program and including a character data storage section to display a moving character movable on a game space, a processing device for executing the game program, and a display device to display an image based on the result of processing by the processing device, comprising:

a housing to be held by a player; and

a change-state detecting device related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage device stores game space data including image data to display a space for game play, and a display control program causes said display device to display a game space based on the game space data;

said game program storage device includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting device such that a display state of the moving character changes;

said change-state detecting device detects, as said at least one change amount and change direction, at least one of an amount and a direction of a sliding movement applied to said housing, and

said character control program moves the moving character within the displayed game space at a moving speed related to the at least one of an amount and a direction of a sliding movement applied to said housing so that the moving character changes position relative to the displayed game space based on the at least one of an amount and a direction of sliding movement applied to the housing.

4. (previously presented) A game system having, in a related fashion, a game apparatus having a game program storage device storing a game program and including a character data storage section to display a moving character movable on a game space, a processing device for executing the game program, and a display device to display an image based on the result of processing by the processing device, comprising:

    a housing to be held by a player; and

    a change-state detecting device related to said housing for detecting at least one of an amount and a direction of a change applied to said housing, wherein said game program storage device stores game space data including image data to display a space for game play, and a display control program causes said display device to display a game space based on the game space data;

    said game program storage device includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting device such that a display state of the moving character changes;

    said change-state detecting device detects, as said at least one change amount and change direction, at least one of an amount and a direction of an impact applied to said housing, and

said character control program moves the moving character within the displayed game space at a moving speed related to the at least one of an amount and a direction of an impact applied to said housing so that the moving character changes position relative to the displayed game space based on the at least one of an amount and a direction of impact applied to the housing.

5. (previously presented) A game system according to claim 2, wherein said change-state detecting device is for detecting both of said amount and direction of a change applied to said housing, and

    said character control program moves the moving character within the displayed game space at a moving speed related to both of an amount and a direction of tilt applied to said housing.

6. (previously presented) A game system according to claim 2, wherein said housing is a housing of said game apparatus, and  
    said game apparatus being a portable game apparatus having said display device provided integrally on one main surface of said housing.

7. (previously presented) A game system having, in a related fashion, a game apparatus having a game program storage device storing a game program, a processing device for executing the game program, and a display

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device to display an image based on the result of processing by the processing device, comprising:

a housing to be held by a player; and

a change-state detecting device related to said housing for detecting at least one of an amount and a direction of a change applied to said housing, wherein said game program storage device stores game space data including image data to display a space for game play, and a display control program causes said display device to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detecting device such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detecting device is to detect, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display device provided integrally on one main surface of said housing;

said game program storage device is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detecting device is accommodated in said cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

8. (previously presented) A game system according to claim 7, wherein said change-state detecting device is for detecting an operation as a tool due to a change state applied to said housing of said portable game apparatus,

said game program storage device includes a character data storage section to display a moving character movable on the game space,

the game space data being image data providing a display associating a tool having a function of controlling a movement of the moving character displayed on the game space, and

said game program storage device including a character control program to read out a moving character stored in said character data storage section and enable processing related to at least one of a change amount and a change direction applied to said housing based on an output of said change-state detecting

device such that a display state of the moving character is under control of the tool.

9. (canceled)

10. (previously presented) A game system according to claim 2, wherein said game program storage device further includes a non-player character data storage section to display a non-player character to make a first action on the game space according to a predetermined program irrespectively of an operation by the player, and

    said character control program provides control such that the non-player character makes a first action previously determined by a program when any of change states in amount and direction is not detected by said change-state detecting device, and such that the non-player character makes in addition to the first action a second action related to at least one of an amount and a direction of a change based on an output of said change-state detecting device when at least one of the change states in amount and direction is detected by said change-state detecting device.

11. (previously presented) A game system according to claim 2,

wherein the game space data including data to display a particular area defined such that, when the moving character moves within the game space, the moving character is different in action from that in another area,

    said character control program controlling a display state of the moving character related to the at least one of an amount and a direction of a change applied to said housing based on an output of said change-state detecting device, and display-controlling, when the moving character moves within the game space, the moving character being different in action from that in another area.

12. (previously presented) A game system according to claim 2, wherein the game space data includes space data to display a greater game space than a display area to be displayed by said display device,

    the display control program including data to display on said display device image data of a part of the game space existing in a range of the display area of the game space, and

    a simulation program simulating a state of only the game space existing in the display area based on the at least one of an amount and a direction of a change in an output of said change-state detecting device.

13. (previously presented) A game system according to claim 2, wherein said change-state detecting device detects as a change amount a moving amount of said housing and as a change direction a moving direction, the game space data including space data to display a game space greater than a display area of said display device, and the display control program displaying on said display device a space area of a part of a game space corresponding to the display area, and gradually moving the display area of the game space in the moving direction by an area corresponding to the moving amount according to a movement of said housing.

14. (previously presented) A game system according to claim 2, wherein said game apparatus has operating device to be operated by a player on one main surface of said housing, and said character control enabling control based on a detection output of said change-state detecting device and an operating state of said operating device.

15-22. (canceled)

23. (currently amended) A game system comprising:  
a game apparatus having a game program memory storing a game program

and including a character data storage section to display a moving character movable on a game space and game space data including image data to display a space for game play;

    a processor for executing the game program;

    a display to display an image based on a result of execution by the processor;

    a housing to be held by a player; and

    a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing, wherein a display control program causes said display to display a game space based on the game space data;

    said game program memory includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character changes;

    said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

    said character control program moves the moving character within the displayed game space at a moving speed related to the at least one of an amount

and a direction of a tilt applied to said housing so that the moving character changes position relative to the displayed game space based on the at least one of an amount and a direction of tilt applied to the housing and continues to change position relative to the displayed game space based on the at least one of an amount and a direction of tilt applied to the housing even if the tilt is maintained at a constant tilted state.

24. (currently amended) A game system comprising:

a game apparatus having a game program memory storing a game program and including a character data storage section to display a moving character movable on a game space and game space data including image data to display a space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing, wherein a display control program causes said display to display a game space based on the game space data;

said game program memory includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character changes;

    said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a sliding movement applied to said housing, and

    said character control program moves the moving character within the displayed game space at a moving speed related to the at least one of an amount and a direction of a sliding movement applied to said housing so that the moving character changes position relative to the displayed game space based on the at least one of an amount and a direction of sliding movement applied to the housing.

25. (previously presented) A game system comprising:

    a game apparatus having a game program memory storing a game program and including a character data storage section to display a moving character movable on a game space and game space data including image data to display a space for game play;

    a processor for executing the game program;

    a display to display an image based on a result of execution by the

processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space based on the game space data;

said game program memory includes a character control program to read out a moving character stored in said character data storage section and enable control related to said at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character changes;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of an impact applied to said housing, and

said character control program moves the moving character within the displayed game space at a moving speed related to the at least one of an amount and a direction of an impact applied to said housing so that the moving character changes position relative to the displayed game space based on the at least one of an amount and a direction of impact applied to the housing.

26. (previously presented) A game system according to claim 23,

wherein:

    said change-state detector detects both of said amount and direction of a change applied to said housing, and

    said character control program moves the moving character within the displayed game space at a moving speed related to both of an amount and a direction of tilt applied to said housing.

27. (previously presented) A game system according to claim 23,

wherein:

    said housing is a housing of said game apparatus, and

    said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing.

28. (previously presented) A game system comprising:

    a game apparatus having a game program memory storing a game program and game space data including image data to display a space for game play;

    a processor for executing the game program;

    a display to display an image based on a result of execution by the processor;

    a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing,

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing;

said game program memory is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detector is accommodated in said cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

29. (previously presented) A game system according to claim 28,

wherein:

    said change-state detector detects an operation as a tool due to a change state applied to said housing of said portable game apparatus,

    said game program memory includes a character data storage section to display a moving character movable on the game space,

    the game space data being image data provides a display associating a tool having a function of controlling a movement of the moving character displayed on the game space, and

    said game program storage memory includes a character control program to read out a moving character stored in said character data storage section and enable processing related to at least one of a change amount and a change direction applied to said housing based on an output of said change-state detector such that a display state of the moving character is under control of the tool.

30. (canceled)

31. (previously presented) A game system according to claim 23,

wherein:

    said game program memory further includes a non-player character data

storage section to display a non-player character to make a first action on the game space according to a predetermined program irrespectively of an operation by the player, and

    said character control program provides control such that the non-player character makes a first action previously determined by a program when any of change states in amount and direction is not detected by said change-state detector and such that the non-player character makes, in addition to the first action, a second action related to at least one of an amount and a direction of a change based on an output of said change-state detector when the at least one of change states in amount and direction is detected by said change-state detector.

32. (previously presented) A game system according to claim 23, wherein:

    wherein the game space data includes data to display a particular area defined such that, when the moving character moves within the game space, the moving character is different in action from that in another area,

    said character control program controls a display state of the moving character related to the at least one of an amount and a direction of a change applied to said housing based on an output of said change-state detector, and display-controlling, when the moving character moves within the game space, the moving character being different in action from that in another area.

33. (previously presented) A game system according to claim 23,

wherein:

the game space data includes space data to display a greater game space than a display area to be displayed by said display,  
the display control program includes data to display on said display image data of a part of the game space existing in a range of the display area of the game space, and

a simulation program simulates a state of only the game space existing in the display area based on the at least one of an amount and a direction of a change in an output of change-state detector.

34. (previously presented) A game system according to claim 23,

wherein:

said change-state detector detects as a change amount a moving amount of said housing and as a change direction a moving direction,

the game space data includes space data to display a game space greater than a display area of said display, and

the display control program displays on said display a space area of a part of a game space corresponding to the display area, and gradually moving the

display area of the game space in the moving direction by an area corresponding to the moving amount according to a movement of said housing.

35. (previously presented) A game system according to claim 23, wherein:

    said game apparatus has an operator to be operated by a player on one main surface of said housing, and

    said character control program enables control based on a detection output to said change-state detector and an operating state of said operator.

36-42. (canceled)

43. (previously presented) A game system having, in a related fashion, a game apparatus having a game program storage device storing a game program, a processing device for executing the game program, and a display device to display an image based on the result of processing by the processing device, comprising:

    a housing to be held by a player; and

    a change-state detecting device related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage device stores game space data including image data to display a space for game play, and a display control program causes said display device to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detecting device such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detecting device is to detect, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display device provided integrally on one main surface of said housing;

said game program storage device is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detecting device comprises at least one tilt detecting sensor enclosed within the cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

44. (previously presented) A game system comprising:

- a game apparatus having a game program memory storing a game program and game space data including image data to display a space for game play;
- a processor for executing the game program;
- a display to display an image based on a result of execution by the processor;
- a housing to be held by a player; and
- a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing, wherein a display control program causes said display to display a game space based on the game space data;
- a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;
- said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing,

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

    said housing is a housing of said game apparatus, and

    said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing;

    said game program memory is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

    said change-state detector comprises at least one tilt detecting sensor enclosed within the cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

45. (previously presented) A game system according to claim 2, wherein the moving character is automatically moved by the character control program based on the at least one of an amount and a direction of tilt applied to said housing.

46. (currently amended) A game system according to claim 3, wherein the moving character is automatically moved by the character control program based on the at least one of an amount and a direction of sliding movement applied to said housing.

47. (previously presented) A game system according to claim 4, wherein the moving character is automatically moved by the character control program based on the at least one of an amount and a direction of impact applied to said housing.

48. (previously presented) A game system according to claim 23, wherein the moving character is automatically moved by the character control program based on the at least one of an amount and a direction of tilt applied to said housing.

49. (currently amended) A game system according to claim 24, wherein the moving character is automatically moved by the character control program based on the at least one of an amount and a direction of sliding movement applied to said housing.

50. (previously presented) A game system according to claim 25, wherein the moving character is automatically moved by the character controlled program based on the at least one of an amount and a direction of impact applied to said housing.

51. (currently amended) A game system according to claim 3, wherein said change-state detecting device is for detecting both of said amount and direction of a change applied to said housing, and said character control program moves the moving character within the displayed game space at a moving speed related to both of the amount and direction of sliding movement applied to said housing.

52. (previously presented) A game system according to claim 4, wherein said change-state detecting device is for detecting both of said amount and direction of a change applied to said housing, and said character control program moves the moving character within the displayed game space at a moving speed related to both of the amount and direction of impact applied to said housing.

53. (currently amended) A game system according to claim 24, wherein said change-state detecting device is for detecting both of said amount and direction of a change applied to said housing, and said character control program moves the moving character within the displayed game space at a moving speed related to both of the amount and direction of sliding movement applied to said housing.

54. (previously presented) A game system according to claim 25, wherein said change-state detecting device is for detecting both of said amount and direction of a change applied to said housing, and

    said character control program moves the moving character within the displayed game space at a moving speed related to both of the amount and direction of impact applied to said housing.

55. (new) A game system according to claim 2, wherein the character control program moves the moving character so that the moving character collides with another object in the virtual game space.

56. (new) A game system according to claim 3, wherein the character control program moves the moving character so that the moving character collides with another object in the virtual game space.

57. (new) A game system according to claim 23, wherein the character control program moves the moving character so that the moving character collides with another object in the virtual game space.

58. (new) A game system according to claim 24, wherein the character control program moves the moving character so that the moving character collides with another object in the virtual game space.